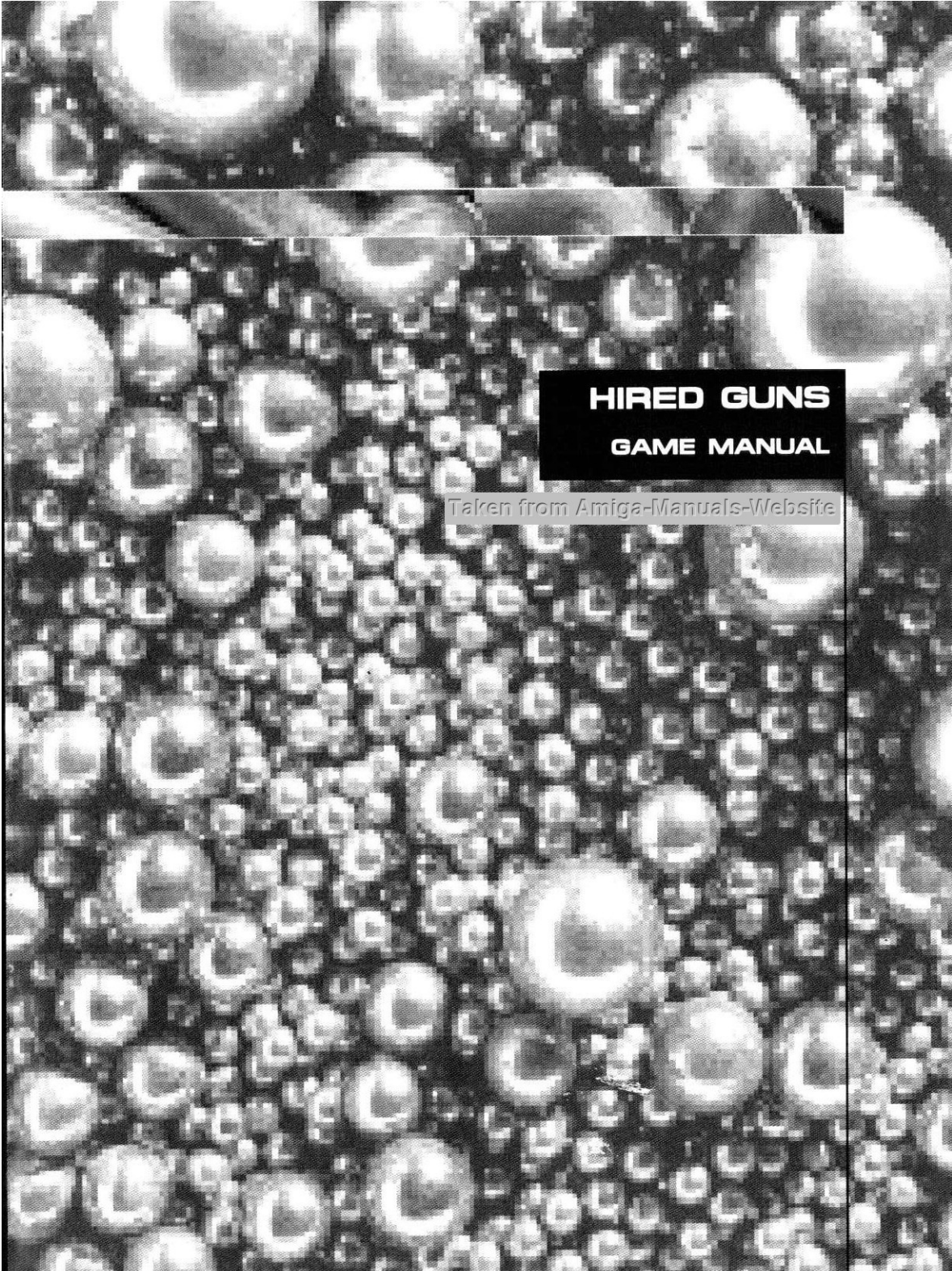




HIRED GUNS

GAME MANUAL

Taken from Amiga-Manuals-Website

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GUNS FOR HIRE

Numerous events have led up to this point. From the time he was released from military service - five years and an entire star system away - Rorian Deevergh has amassed a group of people, some of whom he can even call friends, who are collectively hunted by the authorities. And in a world where all transactions are relayed to a central authority which automatically logs and IDs everything from the purchase of a fuel stick to the destruction of a planetary system, that can create problems.

As for Rorian's gang of fugitives, they found just one way around the problem. Killing for a price and without recourse was a job in which they all excelled and one that allowed them to retain at least a comfortable style of living. Payment in rare metals. No questions. If you live, that's your business.

On the surface, this was just a normal job. The patron funding the current operation will probably remain unknown, but the mission brief suggested that this particular mission would be a piece of cake. The political implications of the mission were glossed over - they were

motivated by money, not politics. The payment, half up front, half on completion, was regular. Nothing seemed out of the ordinary.

The only thing that aroused curiosity was the destination. A backwater planet called Graveyard. The name aroused some faint disturbance in Rorian's memory. But what the hell, so did most names he heard nowadays.

MAIN MENU

Allows the crew the option to enter a new scenario, to commence a previously saved scenario or exit to the Workbench/DOS screen. Press the appropriate function key for your selection. Control-Q will return you to the main menu screen at any time.

F1 - START NEW GAME

Begin an entire new campaign mission or individual missions.

F2 - CONTINUE A SAVED GAME

Load a previously saved mission from either a RAM disk, hard disk or floppy disk. Follow on-screen messages to load game from disk or to abort the procedure.

F3 - RETURN TO WORKBENCH/DOS

Quit Hired Guns.

START NEW GAME MENU F1 - TRAINING

All crew members should enter training section for weaponry familiarisation and utility training. Training mission profiles range through....

'Exploration'

A simple building - no enemies - no danger.

Get used to the controls.

Find the exit to complete the level.

'Obstacles'

Minimal danger - no enemies.

Practice using lifts.

Find the exit to complete the level.

'Fire Fight'

You first taste of combat.

Find the exit to complete the level.

'Throwing Range'

An ideal opportunity to practice using grenades.

Find the exit to complete the level.

'Sentry Duty'

Find out how useful the anti-sentries can be.

Find the exit to complete the level.

F2 - FULL CAMPAIGN

Game (see section Hired Guns, The Game, The Campaign for detailed analysis)

Enter your main mission on Graveyard. Ready your weapons and remember the saying:

A slow trigger finger leads to a fast death!

F3 - SHORT ACTION GAME

Once training has been undertaken, skills need to be fine tuned. This option will offer a mercenary crew access to a hostile environment in which to do this. All creatures are active and, depending upon scenario, liable to attack immediately upon contact with crew.

Tesseract Battle Systems excel in simulating lethal close combat theatres. We are fortunate to have a varied selection to sample. Each theatre is designed for a specific number of players.

Single player scenarios generally require the four characters to work together.

Two player scenarios are designed for two opposing teams of two.

Three and four player scenarios are designed for free for all missions.

Although any scenario can be played with any number of players!

MISSION PROFILES :

Single player

Animal Enclosure
Reactor
Penitentiary
Staying Alive

Two player:

Garden of Jarrys
Lemming Wars No.1
Power Generator
The Asylum

Three player:

Big Cheese
Escape to Death
Bat Mobile
Buckminster Park

Four player:

Leisure Centre
Skeletal Hall
Urban Development
Shopping Mall
Lemming Wars No.2

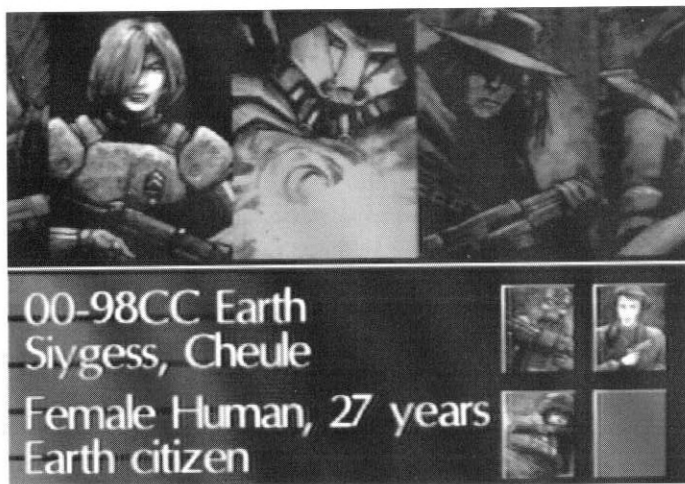
NEW GAME PROCEDURES

NUMBER OF PLAYERS

Hired Guns has been painstakingly developed to allow four players to enter Graveyard simultaneously using the same machine. A number of player interfaces are available to facilitate this and are listed in the Character Control manual. Select by pressing the appropriate function key.

CHARACTER SELECTION

The character selection screen (pictured below) allows you to select four characters from the existing database of 12. At the top of the screen is a visual impression of the character. To the bottom left is a character description and to the bottom right are four character selection boxes.



Choose your character by using the cursor keys. Use the left/right keys to scroll the characters across the screen. To view a character's credentials, move a character to the left of the screen where it will become highlighted. Once a character is highlighted, his/her credentials will



be displayed beneath. Further character details are to be found in the section 'Countdown to Graveyard'.

To select a character, firstly highlight the required character and press RETURN to enter the character into the character selection box. Repeat the procedure three further times to create the full mercenary crew. Note that you must use the full complement of four characters each time Hired Guns is played (unless a character has been killed in combat).

You may use the DEL key at any time to deselect the last character. Once the full complement has been selected, press return to view the Mission Progress Map.

HIRED GUNS. THE GAME, THE CAMPAIGN

MISSION OBJECTIVE

Mission dossier to be presented to mercenary team during planetfall, 15 minutes before dropship touchdown.

PRIMARY OBJECTIVE

TERMINATE PRODUCTION AND DISTRIBUTION OF illegally bio-engineered ORGANISMS ON SURFACE OF Luyten L-7896 3.1 (Graveyard).

Terminate existence of distribution point (and its surrounding enclave).

Target : Graveyard Central Spaceport. (lat 3.99 lgn 43.22)

This point and its surrounding installations are fortified and heavily guarded.

Method of termination : FUSION INDUCED THERMONUCLEAR EXPLOSION.

Locate and recover four fusion power core rings from shielded storage at....

1. Fusion Reactor Plant. (lat 2.45 lgn 39.19)

2. Satellite Uplink Tower. (lat 5.00 lgn 40.73)

3. Laboratory. (lat -1.21 lgn 42.61)

4. Operations Centre. (lat -0.82 lgn 43.47)

Insert these devices into corresponding field coil generator at target site, detonation will be automatic after evacuating the site.

Mission Duration : 13 LOCAL days + 4 hours.

Team extraction impossible after mission time expires.

Ground Support : NONE.

Air Support : NONE.

Orbital Support : NONE.

SECONDARY OBJECTIVE

Reconnoitre ground installations indicated on D.T.S. This information will be used for future ground based clean-up operations.

WARNING : The majority of ground installations are overrun with mutated bio-engineered organisms, proceed with extreme caution. Note estimated threat level provided by master Digital Terrain Scanner. Terminate hostiles with extreme prejudice. All available fire-power WILL be required.





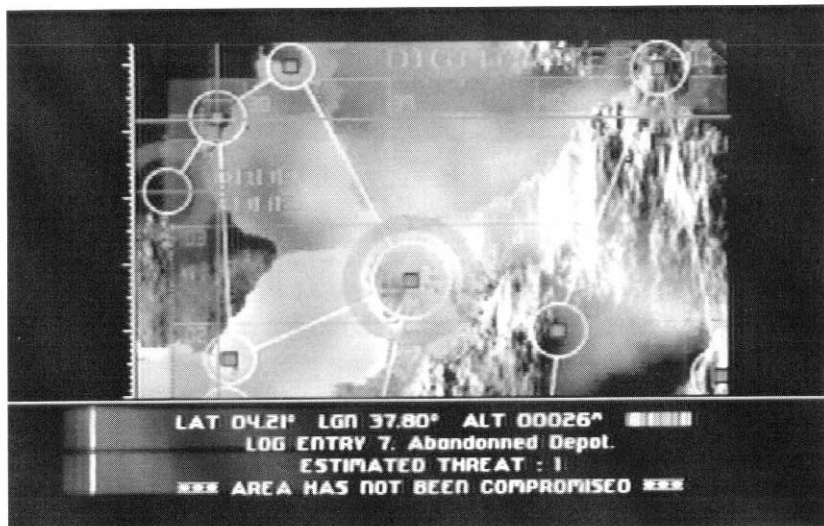
The following section provides all the necessary gameplay information to successfully complete the Graveyard mission. Training missions and single action missions are covered in more depth to the rear of this document. The only thing which cannot be provided is the ingenuity and reflexes of the participants...

MISSION PROGRESS MAP

Guild VII - Io den. 459vfn
I.R. Penetration 7.

The progress of your mission can be monitored on this screen. View the extent of the terrain by using the cursor keys to move the cross vector point around the map. Doing so will allow you to see the area surrounding all mission complexes.

On the map, you will see a number of circled areas linked by lines. The circles surround identified complexes - any of which may house the hostages. The lines indicate routes of (relatively) safe passage between them. From this map, you may see your possible routes from each complex and will be able to determine exploration strategies. You will also be given specific information about each complex as the vector point passes over it.



This information panel offers vital information as to the current mission status of the area:

Lat. Lgn. Alt - Displays Latitude, Longitude and Altitude of area.

Area has not been compromised - Uninvestigated area.

Area compromised - Investigated and cleansed .

Log Entry - Guild VII ref, No.

Estimated threat - From initial Guild VII electronic scanning, the threat to rescue forces has been estimated.

Scale 1 is a low threat, with minimal enemy activity. Scale 9 is a large threat with a high level of enemy activity.

Your initial position will be indicated by a large flashing icon labelled DROP ZONE. This position was chosen as the most suitable landing area for the drop ship and is the point from which your mission will begin.

Your initial action is therefore to choose your course - not much of a selection at first. Move the vector point across to the complex to the North East of the drop zone using the cursor keys. Press RETURN to order forces to enter that level.



Note: You can only travel to zones linked to your present position with an isoterra clearance line indicating suitable terrain for pedestrian movement. If your party moves to an area that has already been compromised (searched and explored) you will be given the opportunity to further explore it or pass through the area to a non-compromised zone.

Note the red circles highlighting six of the zones. As well as the dropzone, these mark Graveyard Central Spaceport (Primary Objective) and the locations of four fusion power core rings.

APPENDIX 1

EQUIPMENT

Use of / Descriptions of

FIRING/USING EQUIPMENT

The Following section outlines exactly how some pieces of in-game equipment can be used. The descriptions used on the following pages refer to the mouse 1 method of control. If Joystick, joypad or keyboard controls are used, refer to the Control Options section for the equivalent use commands.

Hired Guns contains over 110 different items, what follows is a brief overview of the main categories of item you may find.

GUNS/RIFLES/MACHINE GUNS/FLAMERS/ROCKET LAUNCHERS

Providing a character is currently carrying a weapon with ammunition, centre the cursor and press the left mouse to fire (or equivalent fire option). If firing only results in a single click, the weapon is out of ammunition. Pressing the right mouse button will reload the weapon providing spare ammunition is being carried by the character.



RELOADING

Each magazine loaded into a weapon will eventually run out. When this happens, you will normally hear a click and the weapon will not fire. To reload, simply press the right mouse button (or equivalent) and the weapon will once again be ready for action (provided spare ammo is available in the character's inventory). Look at the information screen available on the store panel for compatible ammunition types for a gun.

See also relevant instruction in Character Control Manual.

REFILLS/AMMUNITION

These essential items are to be found throughout Graveyard. Once a mercenary has an item of ammunition in his possession it is ready to be loaded into the appropriate weapon.

GRENADES/GRENADE LAUNCHER

Grenades are used to obliterate enemies when the odds faced by a character are great. Grenades must be used with extreme care because they have a substantial spread of destruction. If they are used in an enclosed space, the grenade-throwing character has a considerable chance of destroying himself, not just the enemy target. Therefore, a grenade launcher, which can propel the grenade away from the character provides a better method of delivering the charge. However, even at long-range, the blast will most likely hit the player.



To use a grenade, select a cluster of grenades and fire in the same way all other objects are used. The fire cursor allows a character to hurl a grenade one of four distances. These distances are illustrated below.

The top cursor form allows a character to throw a grenade a short distance. To attain this, move the cursor towards the bottom of the screen.

The bottom filled cursor instructs the mercenary to hurl the grenade a long distance and can be attained by moving the cursor towards the top of the screen.

Using mouse 1, centre the pointer and press fire. To use a grenade launcher, hold the launcher and fire.

SONIC STUNNER/1,3,6 KILOJOULE CELLS

The stunner provides an effective close range clean method of destruction. It is less potent than many weapons and a character may need to be a little more active on the trigger. The stunner uses electric cells as a power source. A 1 kKJoule Uni-cell will provide enough power for around 50 stuns. A 6 KJoule cell will provide six times the number of stuns rather than a stun of six times the power.



MEDI/DROID REPAIR KITS

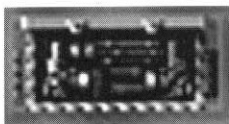
Carry the object and use the kit to repair damage to either humans or droids by pressing the left mouse button in the same manner as firing a weapon. Each kit will repair a substantial amount of damage to any appropriate character and may only be used once.



AUTO SENTRY KIT

The Auto Sentry kit can be placed by a character where it will self assemble and provide a sentry facility for friendly forces. Thus, it will fire upon any enemy but will allow friendly forces to pass unhindered. Two models of sentry kit exist - unidirectional and multidirectional. The operational difference of these units is crucial in order to provide effective cover for a party: multidirectional units are fully articulated and can face a target in any direction, unidirectional units cannot.

To use the sentry kit, place it in a clear area in front of a player.



PROXIMITY MINE

When primed and placed, a proximity mine will detonate if any character, friendly or unfriendly, enters the area. The mine will usually wipe-out the character entirely.

To prime the mine, the mercenary must be holding it. Change to the character view screen and use the mine in the same way you would with any weapon. This will prime the mine, ready for action. Next, place the mine in a clear area and do not re-enter the area under any circumstances.

Intense heat will trigger an armed mine. With this in mind, a player can use a flamer to clear a path through a minefield.



FOOD/RATIONS

Food can be found in many forms throughout *Hired Guns*. Consuming food will restore a small amount of energy in humanoid characters.

To use food, ensure a character is holding the piece of food, return to the character view screen and use in a similar manner to any other piece of equipment.



SYRINGE ANTI-TOXIN

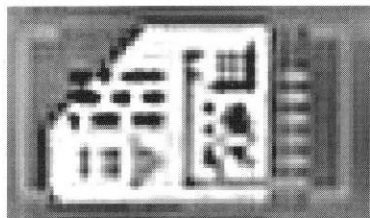
Cures poison wounds on humanoid characters. Standard use method.



KEYS/ACCESS WAFERS

Allow access to indestructable entrance panels. If a panel is impassable or locked, the appropriate key or wafer must be found before it may be passed through.

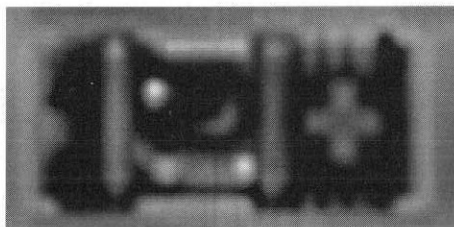
To use, a mercenary will simply need to have the appropriate item in his/her possession. The card/key will be automatically used when the character approaches the entrance panel.



PSIONIC AMPLIFIERS

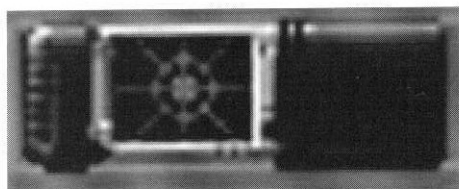
A Psi-amp offers the user a variety of effects depending upon the individual Psi-amp. Each Psi-amp may be used a number of times and a description of each can be found in the section 'Psionic Amplifier Glossary'.

To activate a Psi-amp, the character must be holding the item and use in the usual manner described at the beginning of this section. The effect may last up to 4 minutes, depending upon the Psi-amp used.



DTS

The Digital Terrain Scanner allows the DTS screen to be activated. To use the DTS, view the section 'Amiga Instructions'.



IN-GAME OBSTACLES

ENTRANCES

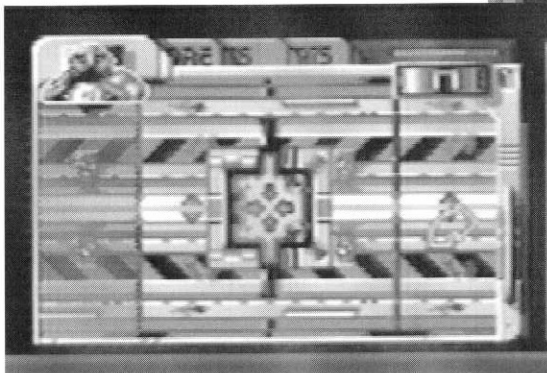
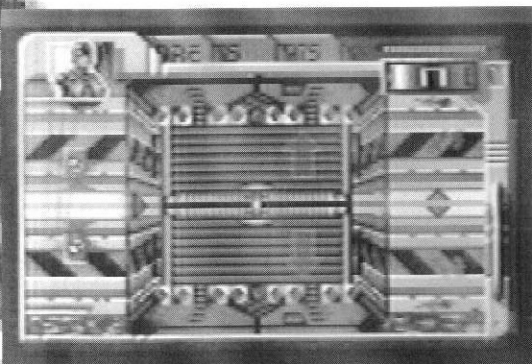
Entrances are often covered by sliding panels which automatically slide open when approached using movement sensors. However, security requirements on Graveyard means that a large number of doors require security access wafers (or in some circumstances, keys) to gain access.

The mercenary will usually find the required wafer somewhere in the current location. To use the wafer, the mercenary who requires access simply needs the wafer in their inventory panel where it will be recognised and allow access.

FORCE FIELDS

Forcefields are useful devices for
a)Containing something behind
b)Temporarily denying access to an area where a permanent wall is not desirable.

Forcefields are used throughout Graveyard and are impassible. They may however, in some instances, be deactivated. How this can be achieved is dependent upon each situation.





TELEPORT FIELDS

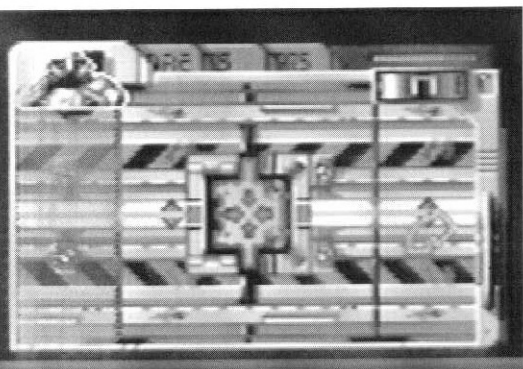
These look similar to force fields. They provide instantaneous travel to a fixed destination. If the destination is blocked, the would-be traveller will be notified.

PUSHABLE BLOCKS

These large metal cubes are prefabricated building blocks. They can be used to build walls, block passages or fill in large gaps. Note that they have frictionless traction field which allows that to be manoeuvred with only a light push or pull. Also note that they still have their original mass and momentum, thus being extremely hazardous to all if they fall from above.

PUSH PANELS

These are usually found on a wall and can have several uses, apart from operating lifts. Pushing a push panel will usually have an affect, somewhere. This could be moving a hidden panel, deactivating a force field, to name but two although the effect may not be immediately obvious.



LIFTS

Underground locations throughout Graveyard may be accessed using lifts. The lift is unlike more conventional lifts as they are purely functional - allowing access from any direction (unless walled-in) and alighting whenever the person using the lift decides. It is thus possible to alight a lift fifteen floors up and without a floor between them and the ground floor. This is not however recommended but is worth bearing in mind.

Lifts are usually operated by using a push panel.



CREDITS

Game Design, Programming, Hard Work and a million other things

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